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1 **Design of a compact cluster structure by using genetic algorithms**
Hong Lan Jin; Miyanaga, Y.; Tochinai, K.;
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Pages:1512 - 1515 vol.2

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Laski, J.; Szermer, W.;
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Ishizaki, T.; Saeki, T.; Kishimoto, M.;
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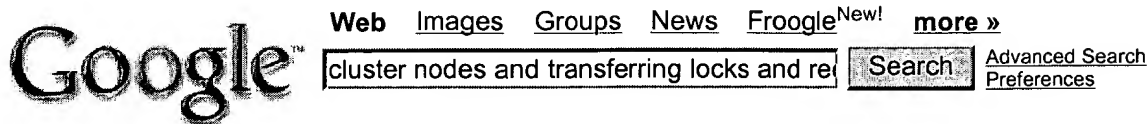*Wills, G.J.;*
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Goetz Graefe
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T. Fiebig, S. Helmer, C.-C. Kanne, G. Moerkotte, J. Neumann, R. Schiele, T. Westmann
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3 Parallel execution of prolog programs: a survey
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transparency, among other characteristics, make logic programs interesting candidates for obtaini parallel execution. At the same time, the fact that the typical applications of logic programming fr computatio ...

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Remzi H. Arpaci-Dusseau
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We present the design, implementation, and evaluation of run-time adaptation within the River da environment. The goal of the River system is to provide adaptive mechanisms that allow database applications to cope with performance variations that are common in cluster platforms. We descrik mechanisms, and carefully evaluate those mechanisms and their effectiveness. In our analysis, we unanswered and important que ...

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5 Manageability, availability and performance in Porcupine: a highly scalable, cluster-based m
Yasushi Saito, Brian N. Bershad, Henry M. Levy
December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth AC Operating systems principles**, Volume 33 Issue 5
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This paper describes the motivation, design, and performance of Porcupine, a scalable mail server provide a highly available and scalable electronic mail service using a large cluster of commodity F to be easy to manage by emphasizing dynamic load balancing, automatic configuration, and grace presence of failures. Key to the system's manageability, availability, and performance is that sessi serv ...

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Minwen Ji
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8 Cluster I/O with River: making the fast case common

Remzi H. Arpaci-Dusseau, Eric Anderson, Noah Treuhaft, David E. Culler, Joseph M. Hellerstein, Davi
May 1999 **Proceedings of the sixth workshop on I/O in parallel and distributed systems**

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9 Manageability, availability, and performance in porcupine: a highly scalable, cluster-based m
Yasushi Saito, Brian N. Bershad, Henry M. Levy
August 2000   **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 3

Full text available: pdf(2.52 MB)   Additional Information: full citation, abstract, references, index term:

This paper describes the motivation, design and performance of Porcupine, a scalable mail server. provide a highly available and scalable electronic mail service using a large cluster of commodity F to be easy to manage by emphasizing dynamic load balancing, automatic configuration, and grace presence of failures. Key to the system's manageability, availability, and performance is that sessi

Keywords: cluster, distributed systems, email, group membership protocol, load balancing, replic

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10 OceanStore: an architecture for global-scale persistent storage
John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakris
Hakim Weatherspoon, Chris Wells, Ben Zhao
November 2000 **Proceedings of the ninth international conference on Architectural support f(**
languages and operating systems, Volume 28 , 34 Issue 5 , 5

Full text available: pdf(166.53 KB)   Additional Information: full citation, abstract, references, citings, ind

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to Since this infrastructure is comprised of untrusted servers, data is protected through redundancy i techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionall patterns allows adaptation to regional outages and denial of service attacks; monitoring also enha pro-active movement ...

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11 ARMI: an adaptive, platform independent communication library
Steven Saunders, Lawrence Rauchwerger
June 2003   **ACM SIGPLAN Notices , Proceedings of the ninth ACM SIGPLAN symposium or**
of parallel programming, Volume 38 Issue 10

Full text available: pdf(242.64 KB)   Additional Information: full citation, abstract, references, index term:

ARMI is a communication library that provides a framework for expressing fine-grain parallelism al machine using shared-memory and message passing library calls. The library is an advanced impl(protocol and handles low-level details such as scheduling incoming communication and aggregatin to coarsen parallelism when necessary. These details can be tuned for different platforms to allow highest perf ...

Keywords: MPI, OpenMP, Pthreads, RMI, RPC, communication library, parallel programming, run·

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12 OceanStore: an architecture for global-scale persistent storage
John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakris
Hakim Weatherspoon, Westley Weimer, Chris Wells, Ben Zhao
November 2000 **ACM SIGPLAN Notices**, Volume 35 Issue 11

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patterns allows adaptation to regional outages and denial of service attacks; monitoring also enha
pro-active movement ...

13 Polygon rendering on a stream architecture
John D. Owens, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Mattson, Ben Mowery
August 2000   **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics h**

Full text available: pdf(161.65 KB)   Additional Information: full citation, abstract, references, citings, ind

The use of a programmable stream architecture in polygon rendering provides a powerful mechani
performance needs of today's complex scenes as well as the need for flexibility and programmabili
pipeline. We describe how a polygon rendering pipeline maps into data streams and kernels that o
this mapping is used to implement the polgyon rendering pipeline on Imagine, a programmable st
compare our resul ...

Keywords: OpenGL, SIMD, graphics hardware, kernels, media processors, polygon rendering, str
processing, streams

14

External memory algorithms and data structures: dealing with massive (

Jeffrey Scott Vitter
June 2001   **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

Full text available: pdf(828.46 KB)   Additional Information: full citation, abstract, references, citings, ind

Data sets in large applications are often too massive to fit completely inside the computers intern
input/output communication (or I/O) between fast internal memory and slower external memory (
major performance bottleneck. In this article we survey the state of the art in the design and anal
EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O
varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hiei
multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sort

15 Using generative design patterns to generate parallel code for a distributed memory environ
Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald
June 2003   **ACM SIGPLAN Notices , Proceedings of the ninth ACM SIGPLAN symposium or
of parallel programming**, Volume 38 Issue 10

Full text available: pdf(385.41 KB)   Additional Information: full citation, abstract, references, index term:

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a
design patterns reflect commonly occurring parallel communication and synchronization structures
(Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use gen
programmer selects the parallel design patterns that are appropriate for an application, and then ;
specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

16 Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78
KB)   Additional Information: full citation, references, citings, index terms

17 Consistency and replication: Application specific data replication for edge services
Lei Gao, Mike Dahlin, Amol Nayate, Jiandan Zheng, Arun Iyengar
May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available: 📄 pdf(476.22 KB)   Additional Information: full citation, abstract, references, index term:

The emerging edge services architecture promises to improve the availability and performance of ·
servers at geographically distributed sites. A key challenge in such systems is data replication and
server code can manipulate shared data without incurring the availability and performance penalti
accessing a traditional centralized database. This paper explores using a distributed object archite·

Keywords: availability, data replication, distributed objects, edge services, performance, wide ar(

18 Rendering systems on clusters: Approach for software development of parallel real-time VE
clusters
C. Winkelholz, T. Alexander
September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and**

Full text available: 📄 pdf(546.54 KB)   Additional Information: full citation, abstract, references, citings, ind

This paper presents our approach for the development of software for parallel real-time virtual en\
running on heterogenous clusters of computers. This approach is based on a framework we have (
set-up of immersive virtual environment systems using single components coupled by an isolated
framework provides parallel rendering of multiple projection screens and parallel execution of appl
on components s ...

19 Program transformation and runtime support for threaded MPI execution on shared-memory
Hong Tang, Kai Shen, Tao Yang
July 2000 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume :

Full text available: 📄 pdf(352.21 KB)   Additional Information: full citation, abstract, references, citings, ind

Parallel programs written in MPI have been widely used for developing high-performance applicati(
Because of a restriction of the MPI computation model, conventional MPI implementations on shar
each MPI node to an OS process, which can suffer serious performance degradation in the presenc
paper studies compile-time and runtime techniques for enhancing performance portability of MPI (
multiprogrammed share ...

Keywords: MPI, lock-free synchronization, multiprogrammed environments, program transformal
machines, threaded execution

20 Ace: a language for parallel programming with customizable protocols
Mukund Raghavachari, Anne Rogers
August 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 3

Full text available: 📄 pdf(297.50 KB)   Additional Information: full citation, abstract, references, index term:

Customizing the protocols that manage accesses to different data structures within an application
performance of software shared-memory programs substantially. Existing systems for using custo
to use directly because the mechanisms they provide for manipulating protocols are low-level one:
study of the issues involved in providing language support for application-specific protocols. We de
implementat ...

Keywords: parallel processing

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H. Muehlenbein, F. Limburger, S. Streitz, S. Warhaut
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11 A parallel computer based on cube connected cycles for wafer scale integration
Moon Jung Chung, Edward J. Toy, Aarti Gupta
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Full text available: pdf(1.15 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

Keywords: VLSI, computer architecture, cube connected cycles, parallel processing, wafer scale integration

12 A new class of parallel algorithms for solving linear tridiagonal systems

S. Lakshmivarahan, Sudarshan K. Dhall
November 1999 **Proceedings of 1986 fall joint computer conference on Fall joint computer conference**
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P. S. Tseng, Kai Hwang
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Guo-Jie Li, Benjamin W. Wah
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Keywords: AND trees, critical-path scheduling, divide-and-conquer algorithms, granularity, processor utilization, procssor-time efficiency

15 Implemention of parallel Prolog on tree machines
Hajime Miura, Masaharu Imai, Masafumi Yamashita, Toshihide Ibaraki
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Keywords: Prolog, knowledge-based problems, logic programming, multiprocessor systems, parallel algorithms, tree machines

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Keywords: image understanding, knowledge-based parallel processing, symbolic

processing

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Paul Martin, Douglas E. Appelt, Barbara J. Grosz, Fernando Pereira
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